

JANUARY 1988

Issue No. 6

Latest Release

Title: The Treasure of Usas
Machine: MSX2
Format: 1 mega-bit cartridge
Price: £18.95

Centuries ago, in the days of heroes and legends, a Supreme Mother God, Usas, ruled over her people with pleasant guidance. However, the War God, Induras, was not impressed with her kindness, and banished her, throwing the four pieces of her powerful jewel to the winds.

Coming up to the present day, Wit and Cles, two archeologists, are searching for the four pieces of Usas' jewel. If they can find and rebuild the jewel, then something wonderfully good will happen ...

Despite the rather weak and pathetic storyline, *The Treasure of Usas* is a pretty good game. You have to guide Wit and Cles through five ruins, defeating all the creatures that have wandered into them, and finally recreating the jewel that had apparently perished years before.

There are five stages in each ruin, the final door being the shrine where a part of the jewel might be kept. You have to enter and complete the first four stages, in any order, collecting the guarded key that's at the end of each stage, before you can enter the fifth.

As you progress through the ruins you will find coins which can be used to upgrade your characteristics (Vitality, Speed and Jumping). Each characteristic has a different cost to make it one level higher, and this cost doubles each time you upgrade it (except Vitality).

Before entering a stage you must decide which character is going to go in. Wit and Cles start with different speeds and jumping attributes, and the idea is to try and alternate the characters in order to use their skills to their fullest.

To complete each stage, and reach the final demon's room, you have to be of the right emotion. There are four emotions (which you collect) — humorous, happy, sad and angry, each one bringing a different attack style to your character. For example, Wit shoots a fire blaster when mad, or a three directional shot when humorous, whilst Cles rolls into opponents when he's a bit angry, or kicks them in the guts when happy!!

Various creatures roam the ruins, such as hurtling spiders, ghastly ghouls, hovering skeletons and clinging squids. Each time you're hit, you lose a point of vitality. When this reaches zero you're technically dead. However, the inactive character can rescue the other by completing the stage that he was captured in.

There are also mini scenarios in the game. In one ruin you have to rescue a Princess held captive, and there are also intermediate screens between levels.

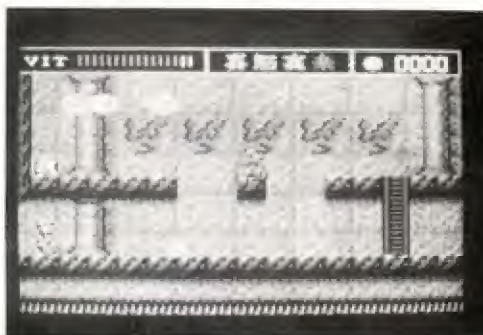
Treasure of Usas has very smart graphics that differ vastly from ruin to ruin. On one level the backgrounds take the form of a lavishly decorated palace, and on others there are caves, tapestries and temples to name but a few.

The sprites are really exceptional — smooth and realistic animation, great colours and very fast. There is very little to criticize about any of the graphics — the expressions on the character's faces even change! When pausing the game, or spending coins you see a superb portrait of each character, and the statues that linger in the shrines are brilliant.

The SCC isn't held in the cartridge, but the music is still excellent. Konami have created an enthralling range of soundtracks that bring about the appropriate atmosphere. The sound effects are effective as well, and compliment the music perfectly.

The scope of *Usas* is very polished, with the amount of screens helping somewhat. It isn't the hardest game around, but it's very enjoyable to play, with a great sense of fun portrayed.

Another 'gem' of a cartridge from Konami!!



Title: *Combat School*
Machine: Spectrum
Format: Cassette
Price: £7.95

Combat School has just arrived on the Spectrum courtesy of Ocean and Konami. But do you think that you and your Spectrum are tough enough to last it through to graduation day?

There are seven tests to survive in all, the first one being the assault course. You have to sprint along as fast as possible, overcoming the various sized walls and clambering along the monkey bars in order to finish within the time limit. No mean feat at first!

The first shooting range comes next, in which you have to shoot a pre-specified amount within a time limit. You control a sight which you move over bobbing targets, and then press fire in order to shoot them. There are certain techniques to this that can only be learnt with a lot of practice.

Next is the Iron Man race, appropriately named as you're going to have to be both tough and skilful to succeed. The screen scrolls vertically as you wade through the marshes, splash through puddles, leap over rocks, swim through a treacherous river and stumble over the white line (hopefully!). Control is a little tricky at first, the secret being not to move left or right too much, and to concentrate on jumping objects rather than dodging them.

Following the Iron Man race is the second firing range. Equipped with a pretty effective sub-machine gun, you have to shoot over ninety tanks that come towards you within yet another time limit. This even, like its arcade partner, is very easy, especially if you manage to accumulate bonus time through the last event.

The arm wrestling event features some cute graphics as you grit your teeth and get down to some serious key tapping! You don't really need to compete if you don't want to, as you aren't disqualified if you don't win, but it is best to try as any bonus seconds are going to be useful in the next few events.

The third firing range is the sixth task. Not unlike the arcade version, this event is similar to the first firing range, except that this time there are a few targets which will halt your shooting for a few, valuable seconds. There are less targets to shoot in all, but, because of the 'bogus' targets, this is still a very difficult event.

Finally you have to fight your instructor, which is so hard that I've yet to do it!! A number of combat moves are available, but it's not an easy event to get to grips with. A mission is supposed to follow, but, as I mentioned, I haven't got past the fighting bit yet.

If you fail any of the events then it's normally game over. However, if you just miss out on qualification, then you can attempt to do ten chin ups in twenty five seconds so that you can be allowed to continue. This is much easier on the Speccy than it is with the trackball mounted on the arcade game, but you're only allowed to try the chin ups once per game — no second chances afterwards!

Ocean have done wonders with converting the game from the arcade original, not least of all with the graphics. They are first class, with an excellent colour scheme used. All of the sprites are superbly detailed, and the parallax scrolling on some events is quite amazing, taking into account that the game is on the Spectrum.

The feel of the original arcade game hasn't been lost in the conversion over to the Spectrum. Ocean have got around the absence of a trackball with quite original, but usable controls. There is also a two player option which, as well as being highly competitive, is great fun, as it is possible to knock each other over on the assault courses or shoot the other player's targets on the shooting range.

Combat School on the Spectrum may be a little enduring to play, but a little sweat never hurt anyone, and it's so exciting to play. It's one of the best conversions of a Konami arcade game that has ever been done!!

MSX News Update

Working for Konami is very rewarding you know. For example, what other software house will let you see a working version of *Salamander* on the MSX? Not many (not any!). Thus, we are proud to be able to bring you more information on this gorgeous game.

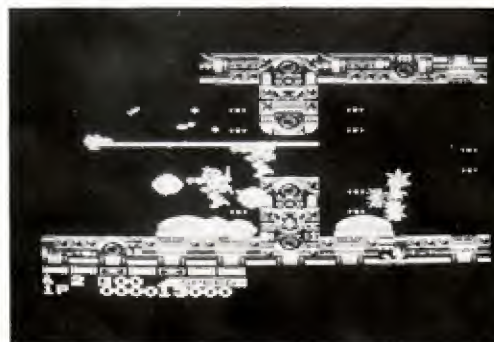
Salamander on the MSX includes many features from the arcade, such as the dual play mode, similar weapons and plenty of manic blasting! There are both horizontal and vertical scrolling levels and each stage has different traps and aliens to dispose of or avoid.

On the first level you will find the groping hands, bulbous clouds, alien spurring huts, thrusting tusks, wave upon wave of bacterian enemies, and a twisting and turning landscape. The huts, when shot, disperse an energy crystal, and after collecting fifteen, you receive a new weapon. Currently, we've collected five very spectacular weapons, including a screw laser and homing missiles, but we're still searching for more!

Collecting your weapons is similar to *Nemesis*, but they are much more effective. On dual play, the space ships share three multiples whilst on one player mode you can have up to four multiples! Ripple lasers and up/down missiles are also available.

Startling graphics, rock 'n' roll soundtracks, and enthralling and fun playability sum *Salamander* up to a Tee. Full review next month!!

Nightmare 3 alias *Shalom*, has also arrived on our shores, but currently it's pretty meaningless. That's because it's all in Japanese, and, being partly a text adventure, we are a little lost for words! However, it appears that Konami have taken a more adventure style approach, with *Shalom* looking somewhat like an *Ultima* game. In these type of games, you control a character around a huge landscape, making decisions and interacting with other characters. Gripping stuff! Hopefully, we will be able to bring you more information in a few months.



Letters to the Editor

Dear Ed,

Having just received my fourth newsletter, please let me raise a few points. Firstly, in your review of *Jackal* for the C64, all was good and well, good graphics, scrolling and music, but when the Amstrad version was commented on, the scrolling was appalling! He went on to say buy the Amstrad version just for the graphics! Who wants smart graphics and rubbish scrolling? I think that this business should stop, and you should just say if it's trash or brill. All the reviews that I have read praise the game to the highest when they might be trash, as some have, such as *Jailbreak* on the C64. Also, the reviewing idea is fab. If you could designate certain readers to write for you then possibly honest reviews could be written.

The newsletter is a bit short, but I'm sure that this will improve shortly. Anyway, these points aside (*there's not a lot left!!* — ED), the newsletter is great, and keep up the good work in the new year!

D. Pocock,
South Croydon

About the Jackal review: I never said go out and buy it just for the graphics, I said it's worth a look. Some people would have found that the scrolling didn't ruin the game, and thus would have enjoyed it. However, they wouldn't know if the scrolling did ruin the gameplay to the point of calling the game rubbish unless they took a look themselves. Reviews are only guidelines, and it is ultimately up to the ordinary Joe in the street on whether the game is to his liking or not. I always try to point out any bad aspects of a game too, but with titles from Konami, especially those for the MSX, there aren't always a lot of bad things in them!

Dear Editor,

I am very pleased with the first few issues of the newsletter but I feel that there is one snag, there aren't any screen shots to accompany the reviews.

I also want to ask you how the people who have won competitions know that they've won?!

Keep up the good work,
Leo Mescia,
London

Screen shots? We've got loads! You must have the wrong newsletter!

Winners of competitions will be notified by post. Both the Jackal and Gryzor competitions are now closed. In future we won't forget to put a closing date!

Dear Editor,

I've been a member of the club for about three months now and own a Sega, MSX and Nintendo. I got a couple of Nintendo games from Hong Kong, where my Uncle lives. The games he got me, however, did not work on my UK Nintendo because the cartridges were a different colour and size.

One of the games I got was *Devil's World*. Is this the same as Konami's game that has just come out in the arcades? Also, could you tell me when Konami are to release Nintendo games in the UK?

Kenneth Chau
Ayr, Scotland

Devil's World on the Nintendo is not the same as Konami's game in the arcades, and we have no definite plans for its release at all. Nintendo cards will be released in the UK post summer 1988.

Nintendo machines outside of Europe also use different cartridges in order to stop anybody importing games. Thus the market will stay healthy, more cartridges are released, and everybody's happy (ish!).

The address to send your brick bats and bouquets is:

*The Editor,
Konami Software Club,
Bank Buildings,
Bank Street,
Newton Abbot,
Devon, TQ12 2JL*

Reviewers for the Year Compo

OK. No more whinging about how you could write fair comments on our games. Nor more whining about biased reviews. Now you've got to put your pen to paper to prove to us that you're good enough to write reviews for the KSC newsletter. You're in the hot seat now!

What you have to do is write a review on any Konami game, comprising of about 400-500 words, typed and double-spaced. If you have not got a typewriter then neat, printed writing will suffice. Punctuation, spelling, and general presentation will play a major part when deciding the winners.

The winners will be offered a guest reviewing spot in forthcoming issues of the club newsletter, and obviously, they will be allowed to keep any games that they review.

If you do come up to our high standards, then you will have to realise that we will be wanting honest comments, and that your review will have to reach us by the deadline date that we give you, which will normally be about two weeks after you get a game. Too short? Most other computer hacks, us included, would see two days as a luxury for reviewing one game, even with a Gamesmaster!!

If you're stuck for ideas on how to write a decent review, then try looking through back issues of the KSC newsletter. Hopefully they will give you a rough idea on how to get started.

All entries should reach us by 15th March, and sent to:

Reviewers of the Year Competition
Konami Software Club
Bank Buildings
Bank Street
Newton Abbot
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In by Thursday 31st March.

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Kwik Tips

Last issues section appeared to be very popular with most readers. Maybe any that didn't appreciate it could write in and tell us why?

Mr De Nooyer, from Holland, has been hard at work figuring out different ways to defeat *Nemesis 2*. He discovered that it's possible to cheat using other cartridges in port 2 of your MSX, such as *Penguin Adventure*, *Maze of Galious* and *Qbert*, which all should let those less competent finish the game.

Putting *Penguin Adventure* into slot two probably has the most gimmicky effect of the lot. Instead of your Metalion craft appearing, you'll get a space penguin, wings-a-flapping, shooting, of all things, little red hearts! The options also change to an outline of good ol' Pengy. The things that Konami make the poor creature go through!!

The Maze of Galious used with *Nemesis 2* will allow you to start with the weapons you had when you last died. All you have to do is press the 'M' key when you restart.

Qbert has the most useful effect. By pausing the game and typing in a keyword, and pressing return, the following will happen:

Keyword	Effect
Nemesis	Move on one level
Lars 18th	You automatically have all of the weapons
Metalion	A green energy will surround your ship, acting like an all round shield.

If you die, or lose the super green energy, pause the game and type in the codes again!

A solution to last months plea in the letters page on how to dodge the homing mines comes from Mathew Preece of Broadstairs, Kent. He says that whenever the mines appear, go to the left hand side of the screen. The top and bottom mines will disappear off the screen, leaving you with four easy bacterions to kill.

There are also some bonus levels on *Nemesis 2*. The first one is on level 3, on the second part of the landscape. There you will find a column on top of three pillars. Shoot away the pillars, and fly towards the ground, continuing to go left. If you've done it correctly then you'll shoot off to a bonus level. If not, you'll probably die.

The other one is on level 6, the Living Planet. Collect the rotary drill, and straight afterwards a set of destructable pods will come along the lower part of the screen. If you've got the rotary drill then you'll be able to eat through the pods and enter another bonus level!

Some more tips for *Penguin Adventure* come from Kendall May (again!!) of Kent.

On level twelve, to obtain the map, try using Santa's hole at the distance of 183m. Kendall also supplied us with the following warps:

Level	Distance
13	356
15	078
18	418

Finally, some *Jailbreak* tips from David Pocock, of South Croydon, Surrey. He writes to say that each time you see a prisoner, move downwards and let him fire three shots. He then goes past, letting you continue without any trouble. David reckons that he has completed the game on his C64 using this tactic — can you?

Konami Merchandise

Our T-Shirt range is now the best available to the games enthusiast with designs for *Gryzor*, *Salamander*, *Combat School*, *Jackal*, *Nemesis*, *Iron Horse* and *The Maze of Galious*. All are 50/50 washable, and are in FULL colour! The price is just £4.95 for KSC members which includes post and packing. The non-subscriber price is £5.95.

Orders should be sent to:

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Bank Street,
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TQ12 2JL.

Chest measurements in inches please. Access/Barclaycard are accepted. Cheques and postal orders should be made payable to 'W & V Supplies'. Please allow 28 days for delivery.

Overseas customers please note: Payment can only be accepted in sterling drawn on a British bank. International Money order, or Access/Barclaycard.

Also, please add £1.05 to the price for Europe, Middle and Far East £3.05. All orders despatched by airmail ONLY.

Discontinued titles

Word has it from Konami that 12 titles are to be dropped from the MSX software list. These are *Billiards*, *Yie Ar Kung Fu*, *Boxing*, *Time Pilot*, *Athletic Land*, *Qbert*, *Tennis*, *Hyper Sports 1 and 2*, *Kings Valley*, *Golf and Super Cobra*. All are still available whilst stocks last and are well worth purchasing to complete your MSX collection.

Competition Answers

The *Gryzor* competition apparently had most of you stumped. The answer was *Contra*, which was shown in a programme — *Global Report* — on BBC2. A lot more entries arrived for the *Jackal* competition, and the answer was, of course, that you couldn't see Grey in the advert. All winners will be contacted by post as soon as I pluck up the courage to leave the office (it's cold out there!!).

Konami Helpline

The Konami Helpline is here for you to use so that you can ask us questions about your favourite games. We should be able to give you a helping hint for most games that will set you on your way again.

We will also be answering any queries that you have about the Konami Software Club, and letting you know about forthcoming releases on all machines. You can also find out all about the new titles by phoning after five and listening to the Helpline Hotline.

Tel: 0626 56789